

ROCK RAIDERS PC 24 APRIL 99 alterations**GFX**

The RR rotate camera ball is too close to the bottom of the screen, it needs shifting up at least 8 pixels, If it slid up when the mouse went over it, it would be great - do it, 3D man.

The LHS message window, cancel and goto are going to be shifted (has Paul told you about this?)

We need a RR Icon for the desktop / install.

We need a big GAME Paused window for centre screen

Animations for Buildings teleported down - rotate them as they fall. - Power station.

The cursor for when over rock types, needs re-doing, it is too messy and complicated

When the cursor pauses over a unit, it shows stats, as text in a grey box, this needs to be nicer & in character with the game.

The RM stamps on the floor to break it into rubble, and we have a bit of smoke, we could do with an animation of broken floor debris, spinning into the air and falling away. – GFX

The floor tiles - to show power. we can have a blue power flash running through the middle of the floor - looks pretty and we do need to see power - somehow,

Mining Towers add a mini-figure mesh to the seat. Later if we have time then these should be manned by a mini-figure, using the 'mount' option like a vehicle. But incase of problems or time to do, we will take the easiest option,

PROGRAMMING

***** AMMENDED LIST *****

THIS ISN'T COMPLETE BUT IS WHAT I HAVE COMPILED SO FAR AND TALKED OVER WITH THE TEAM.

the Dynamite tutorial - the wall is too far away, it needs to be as close as possible and no excess space around the map edges, so you can scroll off and get lost.

The dynamite count down should be a count down and not a sliding bar.

The health hits points, should not be on a black background, they should be drifting up to be twice as big and fade away. Hit points upto 4 in green, 5-9 in yellow and 10+ in red.

DIG tutorials the hard rock is medium, the medium rock is soft. Check the map for these.

The different vehicles digging in turn, it is meant to show how each vehicle is quicker, so the rock type needs to be the same or else it would not make much of a comparison.

The Yellow select icon box, should be green.

INFO TEXT CHANGES

(In-game) = should be named.

The Chrome Crusher is described in the info as LARGE DIGGER, it is a Chrome Crusher.

The icon text 'the laser platform' should be 'Mining Tower'

Geo Dome = Geological Centre

Upgrade station = upgrade center

The Vehicle Teleport = Large Teleport

Construct Building = Building Menu

Construct Vehicle = Vehicles Menu

The Speed up option, should automatically drop down to normal speed, when certain events happen.

EG.

A rock / ice / lava, monster appears

The message - your buildings are under attack.

A building explodes

The speed up needs to be selectable.

MASS TELEPORT OUT

Has this routine been done?

When the level is over (selected quit, or lost or won) the units all need to teleport safely back to the mother ship.

Message "Your Rock Raiders team is teleporting back to the mother ship"

MESSAGES:

If you try and teleport down more than '10' men per barracks then print a message -

"Your air supply is running out, the air purifiers in the barracks only support ten rock raiders. Build a barracks to purify some more air!"

Advice messages if the 'air supply is getting low' and very low, and about to run out, and run out.

"Warning your air supply is being used up - build another barracks"

"Warning your air supply is very low, your Rock Raiders are in danger of suffocating - build another barracks"

"Warning the air supply is about to run out, you must build a barracks or return your Rock Raiders to the ship"

"Your air supply has run out, for safety your Rock Raiders are being teleported back to the ship"

"Building constructed"

"GAME OVER"

"Well done Mission completed"

"A good try, but you didn't quite make it"

Message "Rock Raider teleporting back to the mother ship"

WE need a message for the Rock Raiders getting each of the upgrades / skills etc.

WELL DONE YOUR ROCK RAIDER CAN NOW DRIVE LAND VEHICLES

WELL DONE YOUR ROCK RAIDER CAN NOW DRIVE SEA VEHICLES

WELL DONE YOUR ROCK RAIDER CAN NOW DRIVE FLYING VEHICLES

WELL DONE YOUR ROCK RAIDER CAN NOW USE DYNAMITE

When a Rock Raider gets a new skill he should have the 'thought bubble showing his new skill and do a back flip animation.

The B/G sound effects should stop when Paused

ICON dependancies, they look like sub menus, grey them out, and place a '+' between each of the icons and finally a '=' before the dependancies and the icon itself.

The default digging should be the 'V' tunnels not the large wall digs.

When a level is started - reset the variables.

Game speed set back to 100%

Map/radar should start in.

If you select the teleport pad to place down, the icon panel still remains up, it should dis-appear after selecting the building to place.

When clearing a block of rubble, can we mask the last frame of rubble to normal floor, with a 'puff' of smoke, this will also give some visual reward to it being completed.

RR unit selection

If you select a RR and tell it to drop what it is carrying, then don't de-select the unit or the icons, as it will usually be followed by the next command to then do something.

Training and upgrade a RR unit - these shouldn't be shown if the RR can not perform them (buildings not there), it should also print a warning message when it can't do something.

We need help windows for all the things that a unit can start to do, when the dependancies change.

These should be a bitmap / windows that pop up with a graphic and text. with an option to switch future help windows off.

Upgrade figures.

Upgrade buildings.

New buildings available.

And advice on what to do next

Try building a barracks

Build an electric fence to defend against attack.

When placing a building (if you can't place it then it is red, but this is hard to reposition as the path block is not visible, can we have a different colour for the path block.

Another option for when selecting a floor, send a man here icon. Which will do just that.

We should be able to multiple select units, drag window, as before.

When dynamiting a wall, the RR man does not move far enough away to prevent himself from getting damaged.

The RM stamps on the floor to break it into rubble, and we have a bit of smoke, we could do with an animation of broken floor debris, spinning into the air and falling away. - GFX

There will be an icon 'call to arms' clickable on the screen. This is selectable (along with a siren) or it will switch on automatically when a building is under attack. While this is active, any unit with a weapon, will change into guard mode (can we change the jacket color still?) While in guard mode then it will not do any other tasks, it will have a 'guard' thought bubble displayed. It remains in guard mode until the 'call to arms' is deselected, or it is manually selected and given another task.

A mining laser doesn't need an entrance floor tile, at the moment it has one.

The dig time for a Chrome crusher - should take next to nothing.

GFX: Mining Towers we will add a mini-figure mesh to the seat. Later if we have time then these should be manned by a mini-figure, using the 'mount' option like a vehicle. But incase of problems or time to do, we will take the easiest option,

The latest version just quit out on 'ESC' without the 'Y/N' option.

When a building is being attacked, We want to 'shake' the building mesh, to emphasise the force of attack.

The icons panel should be overlapping the crystals bar. (the same position as it was before). The crystals, will still be visible anyway.